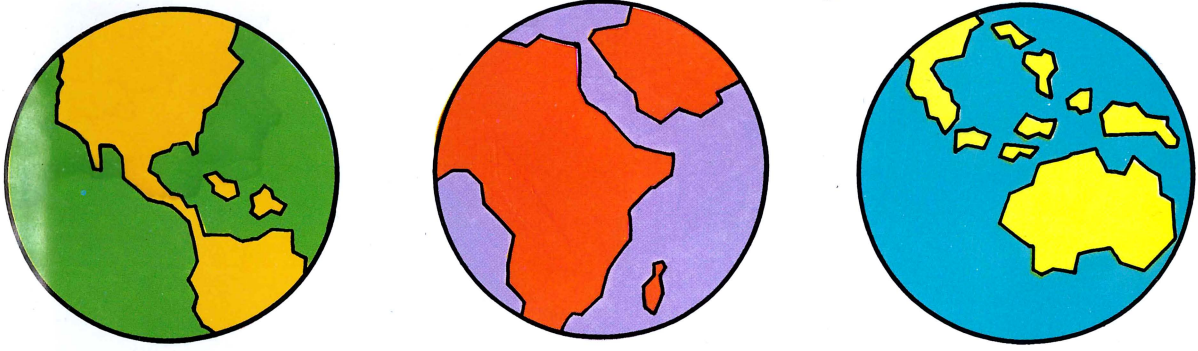
Troll

Micro Courseware

Maps and Globes:

Latitude and Longitude



A TROLL LEARNING CENTER

This unit contains: a 2-disk micro-software program and a User's Guide.

A TROLL LEARNING CENTER

This two-disk program is an ideal introduction to maps and globes, latitude and climate, and longitude and time zones.

Step-by-step demonstrations with colorful graphics make it easy for students to understand what a map index and grid are, and how lines of latitude and longitude are used to give an exact address to any feature on a map or globe.

There's also a unique "World Traveler" simulation, in which students assume the role of ghost hunters, who must follow clues and use map skills to locate the ghostly relatives of a mysterious client.

THIS LEARNING CENTER CONTAINS:

- a 2-disk MICRO-SOFTWARE program
- a User's Guide

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Maps And Globes: Latitude & Longitude TROLL MICRO

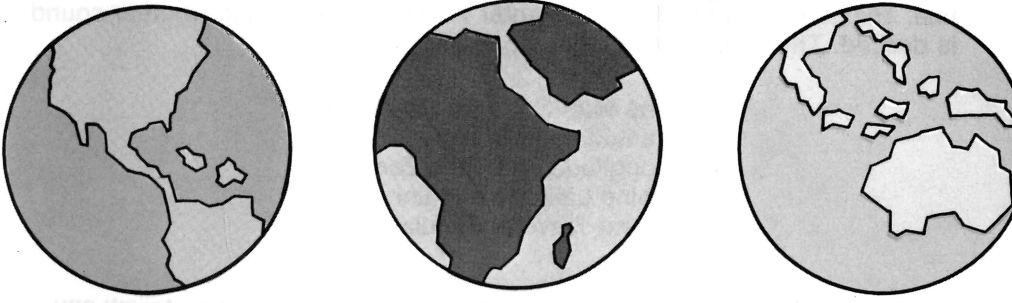
Troll MICRO

COURSEWARE

USER'S GUIDE

Maps and Globes:

Latitude and Longitude



Troll Micro-Software

Maps & Globes: Latitude and Longitude
Micro User's Guide

System Requirements

1. Apple IIc, IIe, II+, or II (with Applesoft and at least 48K of RAM).
2. One disk drive.
3. A TV set or video monitor (color is recommended).

How to Use This Program

Maps & Globes: Latitude and Longitude is an interactive 2-disk program designed to introduce the map index and grid, and to show how lines of latitude and longitude can be used to locate land and water features on a map or globe. Climate zones and time zones are discussed in terms of their relationship to latitude and longitude. A World Traveler simulation gives students the opportunity to put their map skills to use as they hunt for ghosts all over the world.

Getting Started

Insert either disk into the disk drive with the label facing up and the oval cutout facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title. The student is then asked to enter his or her name, and whether sound is desired. Then the Lesson Menu appears.

1 The Map Grid and Map Index
2 Latitude and Climate
3 Longitude and Time Zones
4 Using Latitude and Longitude
5 World Traveler Simulation

To choose a lesson, simply press the number of that choice and follow any instructions that appear. (Lessons 1 and 2 are on disk #1. Lessons 3, 4, and 5 are on disk #2. If the correct disk is not present, the student will be instructed to insert the correct disk and press return.) The lesson will load and run automatically.

Special Keys

	H	Help
CONTROL	X	Return to Lesson Menu
CONTROL	O	Turn Sound On or Off

The Lessons

The student takes an active part in each lesson by responding to questions and locating lines, features, or zones on various maps. If a student answers incorrectly, a second try is offered. Explanations are provided if a student's response is wrong on the second try.

The Map Grid and Map Index

Concepts:
Horizontal lines on a map form rows, and vertical lines form columns. Using letters for rows and numbers for columns, any feature can be given a map address. An index is an alphabetical list of features shown on a map, along with their map addresses.

Latitude and Climate

Concepts:
The equator and other lines of latitude circle the earth and never meet. Each line of latitude is named for the number of degrees it is north or south of the equator. The Tropics of Cancer and Capricorn, and the Arctic and Antarctic Circles are special lines of latitude that divide the world into 5 climate zones.

Longitude and Time Zones

Concepts:
Lines of longitude measure distance east or west of the prime meridian, which passes through Greenwich, in London, England. Special meridians of longitude, 15° apart, are located at the middle of most of the world's time zones.

Using Latitude and Longitude

Concepts:
Latitude measures distance north or south of the equator. Longitude measures distance east or west of the prime meridian. Together, latitude and longitude give an exact map address to any place on earth.

World Traveler

In this simulation activity, the student assumes the role of a master ghost hunter who travels all over the world. The student must solve clue riddles and use latitude, longitude, distance, and direction to locate the ghostly relatives of a new client, I.M.N. Apparition.

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cut-out in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If this program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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